WATERWORLD™

KIDS TO ADULTS
K-A
AGES 6+

VIRTUAL BOY™

SOLD BY

ocean®

MCA UNIVERSAL MERCHANDISING

INSTRUCTION BOOKLET

VUE-VWEE-USA

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⚠ WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKE HAZARD • SMALL PARTS

NOT FOR SMALL CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch (located at the front of the controller) to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.



Press the START Button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.

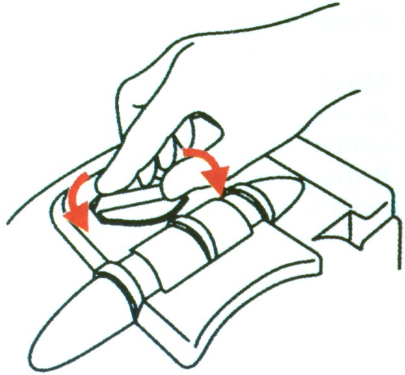


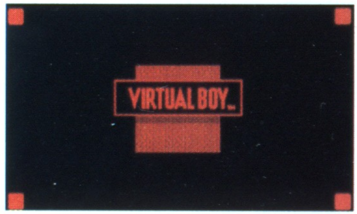
IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on the top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.

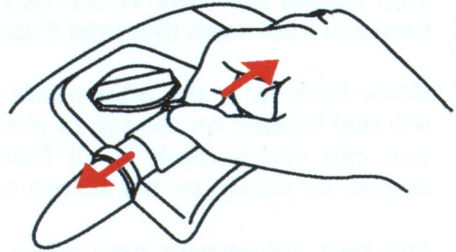


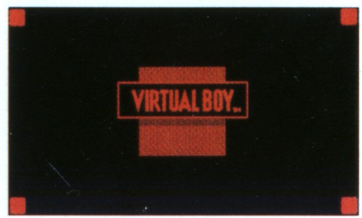


Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.

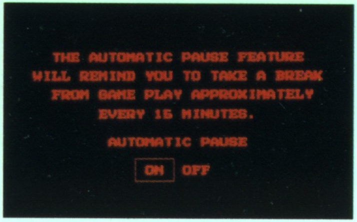




Auto Pause Function

All Virtual Boy Game Paks contain an automatic pause function that will cause the game to pause after about 15 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.

After completing the IPD and FOCUS adjustments, press the START Button and the screen pictured at the right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use left or right on the L+Directional Control Pad, then press the START Button to advance you to the game title screen.



After playing Waterworld for 15 minutes, without a break, the game will automatically pause. Please take a break and rest. After your rest is completed, press the START Button to resume the game.



CONTENTS

WATERWORLD™



Some time in the future, a shift of the earth's polar axis has resulted in a world of endless water where those who managed to survive reverted to a primitive form of life. All that is left is the search for dry land.

Floating cities, called Atolls, serve as a place of habitat for a simple and moral type of people who work to protect precious water, soil, seed and other highly valuable resources that are essential for their existence.

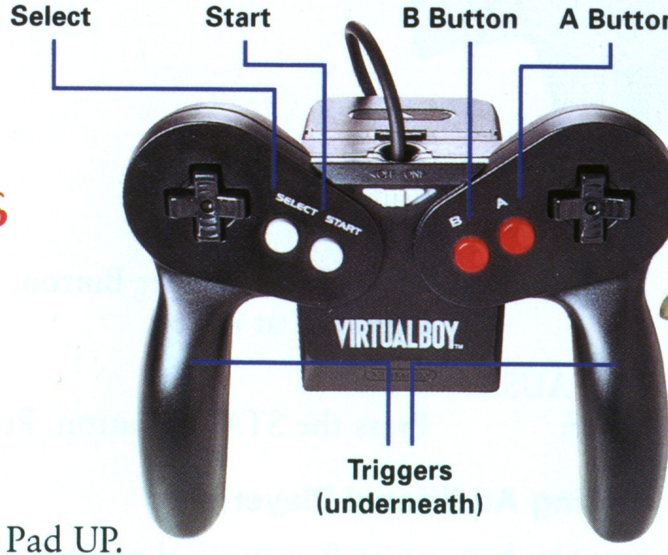
More mobile and larger in numbers than the Atollers are a gang of pillaging Smokers, led by the evil Deacon. Their efforts are focused entirely on attaining and controlling anything and everything to build their evil empire.

In half wrecked Atolls, the last remaining Atollers are waiting to be rescued. As the Mariner, your mission is to prevent Smokers from enslaving them. The Smokers most prized target is a little girl named Enola, who has a map to dry land tattooed on her back. In the game, Enola is the floating Atoller that flashes. If you are able to prevent Enola from being captured, at the end of the round the bonus multiplier will increase.

STARTING THE GAME

1. Turn off your Virtual Boy. Plug a game controller into your system.
2. Insert the WATERWORLD Game Pak in the system slot.
3. Turn on the Virtual Boy.
4. After the WARNING notice appears, press the START Button.

CONTROLS



Controlling The Trimaran

MOVE FORWARD /THRUST: Press the Control Pad UP.
(You can also use the A, B, or SELECT Button.)

MOVE LEFT: Press the Control Pad LEFT.

MOVE RIGHT: Press the Control Pad RIGHT.



Firing The Cannon

TO FIRE: Press either Trigger Button. Up to four shots can be deployed at once.

TO PAUSE PLAY: Press the START Button. Press again to resume play.

Adding Additional Player(s)

You can have up to 9 sequential players at any time. To add additional players, press the A Button while the game is paused. A player is added each time you press the button. Players switch between rounds.

To Get a Bird's Eye View

Press down on the directional controller during standard game play.

Resetting The Game

Push A, B, Select, and the START Button simultaneously.



MAIN GAME SCREEN



THE GAME

Each level starts with the Mariner arriving at an Atoll. Upon nearing the Atoll the Mariner is ambushed by an army of Smokers--whose primary focus is to capture the Atollers within the Atoll.

As the Mariner, you must rescue the Atollers by any means possible. A round is finished when the final enemy is destroyed. At the end of each round, bonus points are awarded for each Atoller saved. At the start of each round an extra Atoller is awarded. If you lose all of the Atollers, prepare for the PT onslaught. These enemies are ruthless--destroy them to survive.

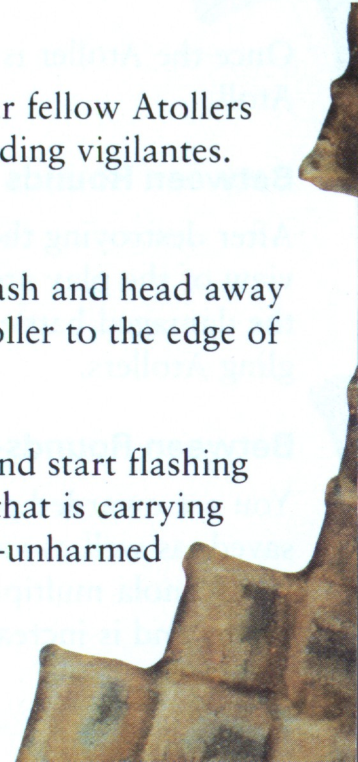
Your Mission

Your mission is to destroy the Smokers and rescue your fellow Atollers (and Enola, of course) from the Deacon's water-bike riding vigilantes.

Rescuing Atollers

Once a Smoker picks up an Atoller, he will begin to flash and head away from the Atoll. If a Smoker successfully carries an Atoller to the edge of the play area, the Atoller is "captured."

Enemies will grab and load Atollers onto their crafts and start flashing when they collide into them. If you destroy a Smoker that is carrying an Atoller, the Atoller will be blown clear of the craft--unharmed and ready to be rescued.



Once the Atoller is rescued, he will automatically re-appear inside the Atoll.

Between Rounds

After destroying the last enemy, the camera will fly up to the aerial view of the play area. From this vantage point, it is easy to assess the damaged battle field, and locate straggling Atollers.



Between Rounds-Tally Mode

You are awarded points for each Atoller saved, as well as various other bonuses. "The Enola multiplier" multiplies your bonus and is increased each round if she

is kept safe. Conversely, each time that Enola is captured, the multiplier is reset to "x1". Enola is represented as the blinking Atoller.

Invincibility

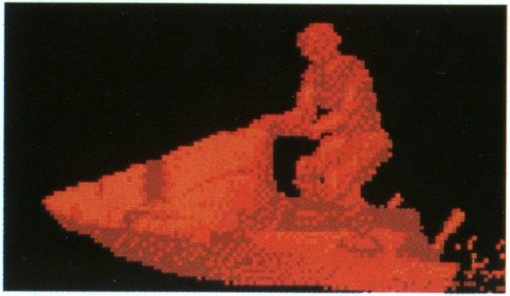
Each time you get hit, play will continue and your Trimaran will begin to flash--allowing you a brief period of invincibility.



ENEMIES

There are four types of enemies, each more dangerous than the last.

Smokers



Smokers are the slowest, yet the most pesky of the Deacon's cohorts. Mounted on wave riders, Smokers are considered the front-line warriors of the Deacon's army.

Berserkers

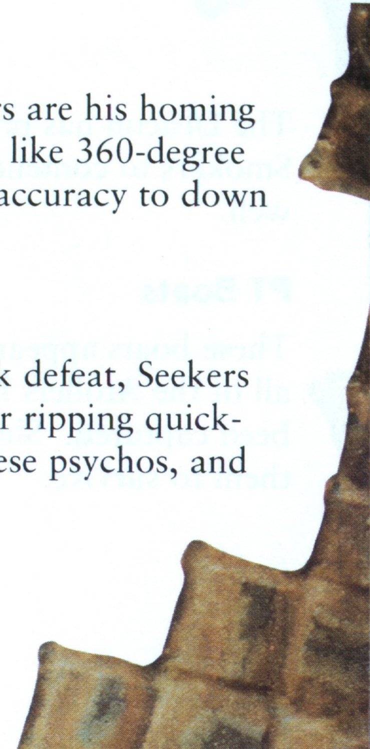
These are the Deacon's kamikazes. Brain damaged and willing to stop at nothing to bury any Atoller in a watery grave, Berserkers are slightly faster and a little more tenacious than Smokers.

Thrashers

If the Berserkers are the Deacon's kamikazes, Thrashers are his homing missiles. Lightning fast and capable of fantastic stunts, like 360-degree jumps, these hydro guerrillas use finesse and pinpoint accuracy to down their opponents. Watch your back!

Seekers

These guys are virtually unstoppable. Out for the quick defeat, Seekers have modified wave riders with high output engines for ripping quickness and split-second agility. Save your big guns for these psychos, and don't wait till you see the whites of their eyes.

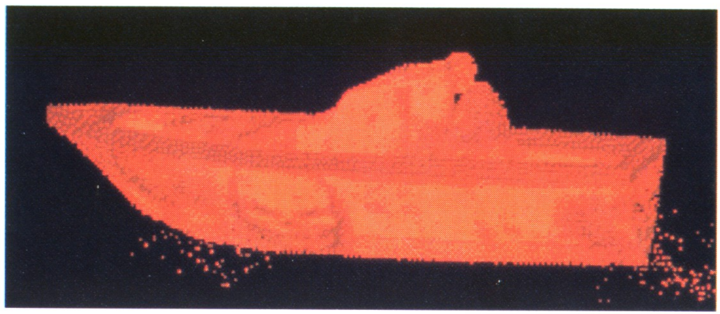


ENEMY CRAFTS

The Deacon has prepared his arsenal well. Not only do you have the Smokers to contend with, but some very crafty, heavily loaded vessels as well.

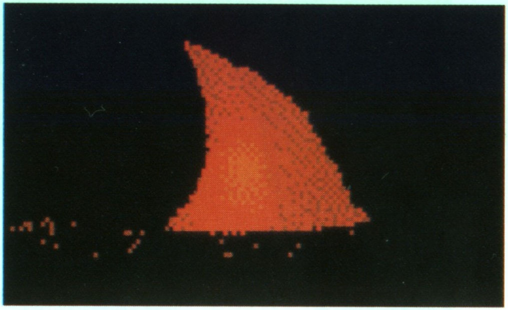
PT Boats

These boats appear when all of the Atollers have been captured. Shoot them to survive.



Tracker Sharks

Big in size with a huge appetite for Atollers, Tracker Sharks must be shot to be slowed down but they cannot be destroyed. Fortunately, these oversized sharks will retreat when the round is over.



Scoring

Smokers:	100	points
Berserkers:	200	points
Thrashers:	300	points
Seekers:	400	points
PT boats:	0	points
End of round tally		
Atollers	100	points
Hands Off bonus	500	points
Survival	1000	points
Saved All Atollers	500	points
Enola Multiplier (1x-8x)		

An "Extra Life" is awarded every 25,000 points.



HINTS

- When deciding who to protect, focus on Enola. By saving her, your bonus multiplier increases at the end of the round. If you fail to save her, the multiplier is reset to "x1".
- When you hear the alarm, a Tracker Shark is approaching!
- Try to stall Tracker Sharks by shooting them while rescuing their victims.
- Break down Atoll walls by running into them to remove obstructions.
- Drift and shoot off angle to "sweep shoot" enemies. Using this technique, your first couple of shots can be used as tracers, while zeroing in with your final shots.

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CREDITS

Game Design, Programming:	Jason Plumb Steve Woita
Game Design, Lead Artist:	Shane Moura
Graphic Artists:	Keith Bachman, Jonathon Casco, Mike Cicchi, Adrian Ludley, K.C. Murphy, Alan Pashley, Mark Pitcher, Bill Yeatts

Sound/Music:	Jon Dunn
Software Manager:	Mark Rogers
Marketing Manager:	Rebecca Gray
Product Testing:	Victor De Almeida Eddy Gutierrez Jason Koopman
Special Thanks:	Larry Feldman, Darin Mason and Mike Mantarro



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Call us at (408) 289-1411 Monday through Friday, between 8:00 a.m. and 5:00 p.m., Pacific Time. If your question isn't urgent, please write to us at:

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Ocean of America, Inc.
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Ocean of America, Inc.
1870 Little Orchard Street
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